Wisdom Tree, Inc. 2700 E. Imperial Hwy., Bldg. A, Brea, CA. 92621

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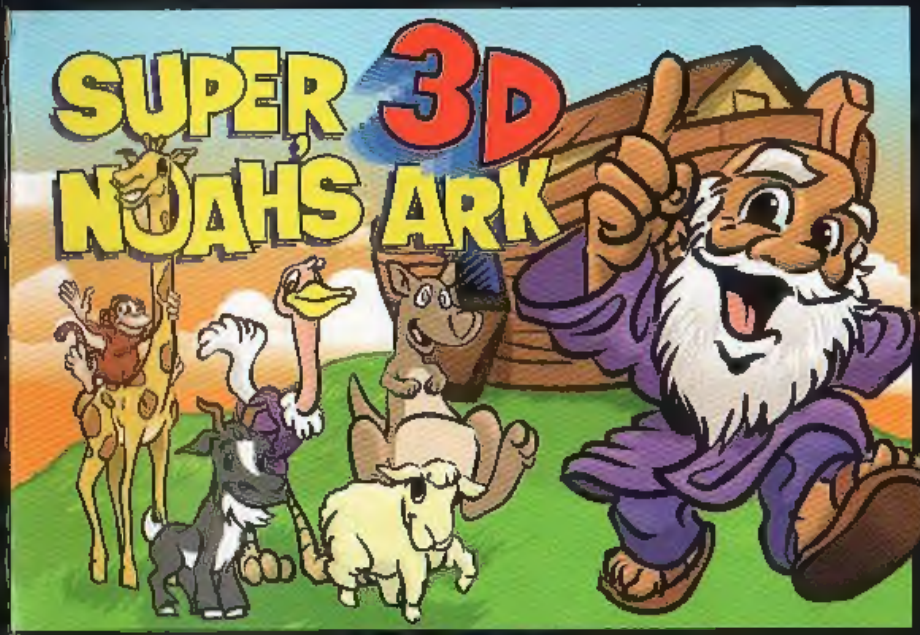


FOR PLAY ON SUPER NINTENDO®

SUPER 3-D NOAH'S ARK

Story

It's been a long journey for Noah and the gang aboard the ark. In just a few more days, Noah and his family will be on dry land once again. Unfortunately there is a whole zoo of restless animals who want off the ark more than Noah does. It is up to you to help Noah make the animals go to sleep by feeding them. It's a big ark with a lot of critters, and around every corner you'll find a new adventure.

Overview

Use your joypad to maneuver Noah through various sections of the ark calming the animals down with food. Along the way, you will find bandages to heal yourself, gather fruit for extra turns, acquire better food launchers that will feed the animals faster, and discover secret passages and levels!

Goal

Guide Noah to the staircase at the end of level as quickly as you can. Along the way, help Noah feed as many animals, gather as much fruit and discover as many secrets as possible.

STARTING THE GAME

The Super 3-D Noah's Ark cartridge must have a licensed Super Nintendo® cartridge "piggy-backed" to it in order to work. Plug the top of the Noah's Ark cartridge into the bottom of any licensed Super Nintendo® cartridge with both labels facing forward. Once connected, plug the joined cartridges into the Super Nintendo® unit with the Noah's Ark cartridge on the bottom.

Turn the Super Nintendo® unit on, and a disclaimer screen will appear after a couple of seconds. Following this screen comes the Super 3-D Noah's Ark title screen.

You may press any button on joypad 1 to bring up the menu screen. The menu screen has 5 items you may choose by pushing the joypad UP or DOWN and then pressing A.

Start Game • starts a new game.

Floor Code • loads a saved game by entering a password.

Skill • selects the difficulty of the game.

Stereo • set this to MONO if your TV or monitor isn't stereo.

Mouse • mouse users can select which button does what.

THE CONTROLS

Joypad • Pushing UP and DOWN causes Noah to walk forward and backward; pushing LEFT and RIGHT causes Noah to turn left or right.

B Button • This allows Noah to throw food.

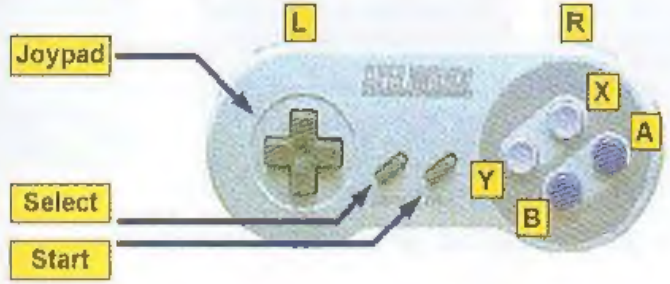
A Button • This button causes Noah to open doors and push on walls to open secret passages.

X or Y Button • Holding down either X or Y causes Noah to run in the direction the joypad is guiding him.

L and R Buttons • Holding down L causes Noah to slide to the left and holding down R causes Noah to slide to the right.

Select • Cycles through the feed launchers Noah is holding.

Start • This brings up a floor plan of Noah's current level. The floor plan only shows where Noah has been.



THE STATUS BAR

Located on the bottom of the play screen, the status bar provides you with all of Noah's statistics. While playing the game, pay close attention to Noah's health and feed count. These numbers are the most important.

The game is divided into 6 main areas, each containing 3 to 6 sections.

Collect 50 fruits and earn Noah another chance to play!

The closer you are to the animals, the more health Noah loses.

Some doors are locked. Find the right key to open them.

At the end of every level, Noah will be rewarded for the number of animals he fed, how much fruit he collected, how many secret rooms he found, and how fast he finished.

This number represents the number of chances Noah has left before the game ends. Keep your eyes on Noah's head, he usually looks in the direction he was last confronted.

Normally, Noah can only hold 99 units of feed. Find the knapsack, and Noah will be able to carry around much more!

THE ANIMALS

Clean Animals

The clean animals were used for food and are found throughout the ark. As Noah, you'll run into to these troublemakers quite a bit.

Goat • The goats are very quick and can only bother you by kicking at close range.

Sheep • Sheep are relatively slow moving and easy to put to bed. Watch out for their spittle.

Antelope • These guys are quick and their spittle packs quite a wallop! Avoid close contact.

Ostrich • Don't let these colorful guys fool you. They're really cranky, fast, and smart.

Ox • The meanest of the clean animals, the ox falls asleep somewhat easily but has strong spittle.

Unclean Animals

The unclean animals must be getting tired of their roommates, because they're really grouchy. Fortunately for Noah, there are only six to deal with. They appear in the last section of each area.

LEVEL 1-3

Carl the Camel • The undisputed king of the spitting animals, Carl needs quite a bit of food before he'll take a nap. Remember, patience is a virtue.

LEVEL 2-4

Ginny the Giraffe • She sounds like a friendly giraffe, but we all have our bad days... look around for extra food and bandages, you'll need 'em.

LEVEL 3-4

Kerry the Kangaroo • Kerry's hopping mad and looking for food. Stock up with a strong feed launcher and plenty of feed and see if you can get her to settle down and take a nap.

LEVEL 4-5

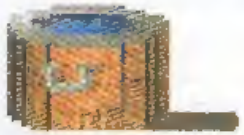
Melvin the Monkey • Get ready to dodge coconuts! Melvin expresses his anger a little differently than the rest of the animals. Just be patient and keep feeding him.

LEVEL 5-6

Ernie the Elephant • Ernie's already got his trunk packed and he's looking for a way off the ark. Tucking him in won't be so easy... the only thing bigger than his ears is his appetite.

LEVEL 6-6

Burt the Bear • When you first run into Burt, he'll be semi-hibernating behind a bush... sleepwalking if you will. Once he has enough feed, Burt will really wake up! Burt takes an enormous amount of feed before he'll nap... after all, he's been asleep for months. Good luck!



Past Noah.... Want some help?

The boss levels (the levels with the unclean animals) can be quite difficult. Before approaching the unclean animal, search very carefully for extra feed and bandages. Many times you will find better feed launchers if you search for secret rooms. Do this by pushing BUTTON A on walls. Certain walls open up to secret rooms. Most of the time, but not always, the secret wall will look slightly different than the walls around it.

THE FEED LAUNCHERS

To feed the animals so they'll fall asleep, Noah has a whole host of tools at his disposal. At the beginning of the game, Noah is only equipped with a small feed launcher. Bigger and better ones are found throughout the game.

Hand Feeding • This is most dangerous way to feed the animals. Noah only feeds by hand when he runs out of regular feed. Look at the bottom right corner of the status bar for Noah's feed count.

Small Feed Launcher • Noah starts off with this feeder. It's pretty weak, but it beats feeding the animals by hand.

Large Feed Launcher • Multiple animal feeding becomes a reality with this flinger. Hold down BUTTON B for rapid feeding.

Super Feeder 5000 • Noah really takes control of the ark with this baby. Be very careful when you're rapid feeding... the Super Feeder 5000 has a voracious appetite.

THE SUPER LAUNCHERS

Hidden in the ark, Noah will eventually find the super launchers. There's no better way to feed a grouchy unclean animal than with one of these two.

Cantaloupe Feeder • The weaker of the two super launchers, the cantaloupe feeder still serves up a powerful tasty meal no animal can resist.

Watermelon Feeder • When you're out at sea it's important that everyone gets their allowance of vitamin C. What better way to supply it than with this, the mightiest of all feeders.

Need Noah.... Want some help?

Pressing the SELECT button will cycle through Noah's feeders, allowing you to select the appropriate one for the job at hand. This selection option is only noticeable when Noah has one or both of the super launchers. If Noah is not carrying a super launcher, he will automatically use the strongest feeder he is carrying.

The feed for the super launchers is different than the feed for the regular feed launchers. There are actual piles of cantaloupes and watermelons to use with these launchers. Noah's feed count relates to what launcher he is presently holding.

THE ITEMS

Health

Bread Crumbs • Adds 4% health.

Small Bandage • Adds 10% health.

Large Bandage • Adds 25% health.

Feed

Small Feed Box • Increases feed count by 5. Most animals leave this behind as scraps when they fall asleep.

Large Feed Box • Increases feed count by 25.

Knapsack • Allows Noah to carry more feed.

Cantaloupe Pile • Adds cantaloupes to your stash.

Watermelon Pile • Adds watermelons to your collection.

Miscellaneous

Fruit • Collect 50 fruits and Noah earns another chance to play!

Keys • Some levels have locked doors. Find the keys to unlock them.

One Up • This gives Noah an extra chance to play and fills his health to 100%!

Map • Collect this prize and hit START. You can now see the entire floor plan for the level, not just the areas you've been to. You can also see the whereabouts of all the items.

Doors

Regular Door • Push BUTTON A to open.	**Locked Door** • Find correct key to open.	**Exit** • Find staircase to finish level.

NOAH'S AID

- At the end of every level, you will be presented with a floor code. Write it down and next time you want to play, enter the floor code from the first menu screen and the game continues from where you left off.
- Look for hidden rooms on every level. Noah can find feeders, extra feed, fruit, and bandages. Just push BUTTON A while pushing against a wall. If it's a secret wall, it will slide open.
- Somewhere in the ark are 2 secret exits which lead to secret levels. Search carefully, they are hidden well.

- Try to feed all the animals, find all the fruit and all the secrets. At the end of the level you will be greatly rewarded.
- When approaching a new room, open the door, run in and run back out again. This way the animals will see you and come to you through the door (makes it easier to feed 'em). Not only are they hungry, they're smart... they will open doors.

Super 3-D Noah's Ark Evaluation Sheet

Please rate the following:	Excellent ←			→ Poor
Entertainment	A	B	C	D	F
Challenge	A	B	C	D	F
Graphics	A	B	C	D	F
Sound	A	B	C	D	F

How did you find out about *Super 3-D Noah's Ark*?

Magazine Radio Newspaper Television Church Sunday School
Catalog Youth Group Bookstore Friend Ad in Box Other:

When did you purchase *Super 3-D Noah's Ark*? _____

What did you like most about *Super 3-D Noah's Ark*? _____

_____

What did you like least about *Super 3-D Noah's Ark*? _____

What suggestions do you have for a Wisdom Tree video game? _____

_____

_____

Would you buy another Wisdom Tree video game? ☐ Yes ☐ No

If not, why? _____

_____

What game systems do you own? NES® Game Boy® Sega Genesis™

IBM/PC® Macintosh® Atari® TurboGrafx™ Lynx™ Game Gear™

Other: _____

Name: _____

Phone: (____) _____ Age: _____

Address: _____

_____

☐ Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions.

Send to: Wisdom Tree, Inc.
2700 E. Imperial Hwy., Bldg. A
Brea, CA 92621

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IF YOUR GAME DOESN'T WORK

Super Nintendo Entertainment System®: The Super 3-D Noah's Ark cartridge must have a licensed Super Nintendo® cartridge "piggy-backed" to it in order to work. Plug the top of the Noah's Ark cartridge into the bottom of any licensed Super Nintendo® cartridge with both labels facing forward. Once connected, plug the joined cartridges into the Super Nintendo unit with the Noah's Ark cartridge going first. Insert the Noah cartridge in and out of the "piggy backed" cartridge several times to make sure all connections are clean. If after inserting the cartridge combo several times in your system, the game still fails to come up on your TV/monitor, you may get an immediate exchange by exercising the steps listed below.

IBM/PC® or Compatible: Check to make sure your computer system meets the minimum requirements listed on the back of the box. This game will not run on monochrome, CGA or EGA systems. You must have a VGA card and monitor. Although this software has been thoroughly tested on numerous manufacturer's systems and video cards, it is not possible to keep up-to-date with all hardware currently available. This software is designed to work with hardware that is 100% IBM® compatible. There are a few cases where an updated version of software may better meet your system's setup. However, if the software still fails to work, you may get an immediate exchange by exercising the steps listed below.

RETURNING YOUR CARTRIDGE/SOFTWARE

1. If your cartridge/software still fails to work, then call either 1 (800) 772-4253 or (714) 528-3456 in the USA or Canada for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBER IS NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515.
2. Return the cartridge/software in its original box, freight prepaid, to the following address with the RMA# on the box, within the 90-day warranty period. WISDOM TREE, INC., Customer Service, 2700 E. Imperial Hwy., Bldg. A, Brea, CA 92621.

PLEASE DO NOT RETURN CARTRIDGE/SOFTWARE TO STORE

. . . where it was originally purchased. Your game system may require a special cartridge or software. We will be glad to exchange your cartridge/software and express it to you.

90 DAY LIMITED WARRANTY

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

REORIENT the receiving antenna.
RELOCATE the game system with respect to the receiver.
MOVE the game system away from the receiver.
PLUG the game system into a different outlet so that game system and receiver are on different circuits.

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